

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 BRUTUS AWAKENS	5	2	0	1	7	4	2	0	0	4	1	6	12
2 JLR COMMANDOS	5	2	0	0	5	1	2	0	1	5	4	5	12
3 HILL VALLEY	5	3	0	0	6	0	1	0	1	3	5	4	12
4 MEMORIAL PARK	5	1	2	0	2	1	2	0	0	5	2	4	11
5 FULL THROTTLE FC	5	2	1	0	3	1	0	1	1	1	5	-2	8
6 LEAMINGTON SPA	5	1	1	0	1	0	1	0	2	4	5	0	7
7 SITH HAPPENS FC	5	0	0	2	2	7	2	1	0	3	1	-3	7
8 HENLEY ROVERS	5	1	0	1	7	4	0	1	2	2	4	1	4
9 MOSEISLEY JAWAS	5	0	1	2	2	4	1	0	1	4	2	0	4
10 THE MIGS	5	1	0	2	3	4	0	1	1	0	1	-2	4
11 CHERNOBYL	5	0	0	2	1	5	0	2	1	2	3	-5	2
12 KA ROYALTY	5	0	1	1	2	3	0	0	3	1	8	-8	1

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GALERIE BLEU FC	5	2	0	0	8	0	2	1	0	2	0	10	13
2 STAR COMMAND	5	2	0	0	12	1	1	1	1	5	5	11	10
3 TON-EIGHTY FC	5	2	0	0	4	0	1	1	1	8	6	6	10
4 DYSTOPIA IV	5	2	1	0	7	1	1	0	1	2	2	6	10
5 KESSEL RUNNERS	5	1	1	1	8	6	1	1	0	2	1	3	8
6 ATHLETICO SMITH	5	1	0	1	5	1	1	1	1	4	3	5	7
7 CORELLA PIRATES	5	1	2	0	3	1	0	1	1	1	7	-4	6
8 R.Y.L WOOLWICH	5	2	0	1	2	3	0	0	2	0	5	-6	6
9 BEVERAGE UTD	5	1	2	0	11	2	0	0	2	0	4	5	5
10 GALACTIC STARS	5	0	0	2	0	3	1	2	0	4	0	1	5
11 HAN SHOT FIRST	5	0	2	1	0	1	0	0	2	0	3	-4	2
12 SEASIDE FC	5	0	0	2	0	10	0	0	3	1	24	-33	0

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 DYNAMO KASHYYYK	5	1	2	0	5	0	2	0	0	6	2	9	11
2 DARKSIDE ARTS	5	1	1	0	4	1	2	1	0	4	1	6	11
3 ANDRASSY AVENUE	5	1	0	1	8	3	2	1	0	5	2	8	10
4 TUSKEN RAIDERS	5	1	0	1	7	4	2	1	0	4	0	7	10
5 MANDALORE	5	0	0	2	1	5	3	0	0	13	1	8	9
6 GOBAITH FC	5	1	1	1	8	1	1	1	0	2	1	8	8
7 PARK STREET	5	0	2	1	0	1	1	1	0	6	0	5	6
8 THE FORCE	5	0	1	1	1	2	1	2	0	4	0	3	6
9 MARSHFIELD ROV	5	0	1	2	2	4	1	1	0	2	0	0	5
10 RPG ROVERS	5	0	0	3	0	8	1	0	1	2	4	-10	3
11 PFC LUBOCRANETS	5	0	1	2	0	7	0	1	1	0	6	-13	2
12 STILE COMMON	5	0	0	2	0	12	0	0	3	0	19	-31	0



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Hope League - Session Four

Season 11

ROUND-UP

Three-way tie at the top as **Brutus** end the **JLR** 100% record. Watch out for past champs **Hill Valley**, as they glide level with the two protagonists.

Memorial park defeat **Leamington** who are now looking off the pace this season.

Points for all at the bottom bar **Royalty**. Still can't see how **Chernobyl** are doing that badly to be honest

MANAGER OF THE MONTH goes to ian Cranfield of **JLR**, surprise package for sure

Galerie Bleu go the same way as **JLR** in the second, but not as badly. Draw at low slung **Han Shot** not a good result though though a second point of the season grateful received by the Bally Boys.

None of the top six win here! so not alot changed and **Galerie** actually extend their lead. **Beverage & Atletico** both have good wins to move them up the table.

MANAGER OF THE MONTH goes to Morten Jensen of **Galerie Bleu** as expected the team to beat in this division

Top pair both held to a draw in the third. Very close at the top and looks like going to be a battle. Watch out for **Tusken raiders**, with their new signings fitting in they could forge to the top and promotion with ease. Three points covers six teams.

MANAGER OF THE MONTH goes to Richard Pickup of **Darkside Arts**, The darkness shining through the gloom

MANDALORE LIKE TO PLAY AWAY FROM HOME

RESULTS ROUND-UP

TEMPERATURE: Cool

Week Ten

DIVISION 1

BRUTUS AWAKENS Wookie pickup 23 Wind: Calm	1 : 0 JLR COMMANDOS (H - 0.1) Att 35561* Pitch: Good
FULL THROTTLE FC Att 34817 Pitch: Wet	0 : 0 CHERNOBYL (A - 1.3) Wind: Calm
MOSEISLEY JAWAS Salmonella col 71 Att 28014 Pitch: Good	1 : 1 HENLEY ROVERS (H - 0.3) Harpsden 2 Wind: Calm
THE MIGS Mac the knife 32 Att 26316 Wind: Calm Pitch: Wet	1 : 2 SITH HAPPENS FC (A - 0.3) Bertie smith 21 Benji 53 bkd - Kano (63) off - Kano (78)

**BINMAN MALLOY SAVES PENALTY FOR THE MIGS
AFTER 4 MINS**

MEMORIAL PARK Kassabov 11(og) Wind: Calm	1 : 0 LEAMINGTON SPA (A - 0.3) Att 32000* Pitch: Wet
HILL VALLEY Grolsch 65 Wind: Light	1 : 0 KA ROYALTY (H - 0.3) Att 44295 Pitch: Good

DIVISION 2

R.Y.L WOOLWICH Att 28618 Wind: Calm Pitch: Good	0 : 3 ATHLETICO SMITH (A - 0.7) Salamanca 36,37 Paddy smith 74
KESSEL RUNNERS Glavendrup 22 Ola 45,63 Bowdaar 53 Dantooine 83	5 : 1 TON-EIGHTY FC (H - 0.3) Tytus kanik 84 Att 29479 Wind: Calm Pitch: Good
DYSTOPIA IV Elijah 80 Att 26484 Pitch: Muddy	1 : 1 STAR COMMAND (A - 0.3) Los porro 7 Wind: Calm
CORELLA PIRATES Att 29143 Pitch: Wet	0 : 0 GALACTIC STARS (H - 0.7) Wind: Calm
HAN SHOT FIRST bkd - Saul karath (67)/ Revan (79) Pitch: Wet	0 : 0 GALERIE BLEU FC (A - 1.1) Att 36987 Wind: Calm *Derby Game*
BEVERAGE UTD Merlin 2,24 Pauly hudson 18,33,42 Gorilka 44,44 Wisniews 52 Lepard 63	9 : 0 SEASIDE FC (H - 4.9) Att 27773 Wind: Calm Pitch: Good

DIVISION 3

DYNAMO KASHYYK Marcela de st 10,38	5 : 0 STILE COMMON (H - 3.7) Att 24281
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Jarshag 34,80 Sleepzzevov 75	Wind: Calm Pitch: Wet	
PARK STREET Att 25840 Pitch: Good	0 : 0 ANDRASSY AVENUE (A - 0.9) Wind: Light	
RPG ROVERS Att 19430 Wind: Calm Pitch: Good	0 : 3 TUSKEN RAIDERS (A - 2.7) Kubica 19 Wiper blade 30 Kalkan 48	
GOBAITH FC Att 28240 Pitch: Good	0 : 0 DARKSIDE ARTS (A - 1.3) Wind: Calm	
PFC LUBOCRANETS Att 26935 Pitch: Good	0 : 0 THE FORCE (A - 0.3) Wind: Calm	
MARSHFIELD ROV Att 23369 Wind: Calm	0 : 1 MANDALORE (A - 0.7) Budweiser 34 Pitch: Wet	

Week Eleven

THE HOPE CUP

2nd round

ANDRASSY AVENUE Janszoon 10 Coroebus 87 Att 27391 Wind: Calm	2 : 3 LEAMINGTON SPA (A - 0.7) Jobarteh 19 Terzioglu 34 Hanson 75 Pitch: Wet	
BRUTUS AWAKENS Azalea 1 Inj - Ewok ash (1) Wind: Calm *Derby Game*	1 : 0 MOSEISLEY JAWAS (H - 0.3) bkd - Salmonella col (76) Att 35561* Pitch: Good	
DYSTOPIA IV Porthcawl 61 Att 29224* Wind: Calm Pitch: Hard	1 : 3 JLR COMMANDOS (A - 0.7) Guardz 11 Thuan 62 Brabham 71	
GALERIE BLEU FC Putino 21 Wind: Calm	1 : 0 ATHLETICO SMITH (H - 0.9) Att 34120* Pitch: Wet	
MANDALORE Viserati 48 Att 26950 Pitch: Good	1 : 1 MARSHFIELD ROV (-) Dokin 50 Wind: Calm	
STAR COMMAND Utah 9 Monza 15 Princess brillo 37 Hamill 49 Inj - Princess brillo (9)	4 : 0 STILE COMMON (H - 4.5) Att 24621 Wind: Calm Pitch: Good	
SITH HAPPENS FC Att 36318 Pitch: Hard	0 : 0 HILL VALLEY (H - 0.1) Wind: Calm	
DARKSIDE ARTS Dice ibegon 68 Wind: Calm	1 : 0 GOBAITH FC (H - 1.3) Att 29408 Pitch: Good	
THE MIGS Van driver 89 Wind: Calm	1 : 0 HAN SHOT FIRST (H - 0.7) Att 26228 Pitch: Good	
MEMORIAL PARK Day 21 Casa mila 23 Pitch: Hard	2 : 0 THE FORCE (H - 0.3) Att 32000* Wind: Calm	
TON-EIGHTY FC C3po 83 Wind: Calm	1 : 0 KESSEL RUNNERS (A - 0.1) Att 30005 Pitch: Wet	
HENLEY ROVERS Hart 15 Cromwell 15,23 Harpsden 54 Thames 83 Olsson 83,90 Lever 86 Andrews 87	9 : 0 SEASIDE FC (H - 5.5) Att 26291 Wind: Calm Pitch: Good	
CHERNOBYL Att 43168 Pitch: Good	0 : 0 FULL THROTTLE FC (H - 1.1) Wind: Calm	

KA ROYALTY Baron barrett 25 Att 27112 Wind: Calm	1 : 1 R.Y.L WOOLWICH (H - 1.1) Greenhill 68 bkd - Lyme-regis (69) Pitch: Wet	
DYNAMO KASHYYYK Legnica 35 Parvenetzz 42 Pitch: Wet	2 : 0 CORELLA PIRATES (H - 1.1) Att 28155 Wind: Calm	
GALACTIC STARS Att 29478 Pitch: Good	0 : 0 BEVERAGE UTD (H - 0.5) Wind: Calm	

Week Twelve

HOPE FRIENDLIES

THURROCK(NL)	3 : 0 GALERIE BLEU FC (H - 2.5)	
FULL THROTTLE FC	1 : 0 AFC HAYES(NL) (A - 3.3)	
DIDCOT TOWN(NL)	2 : 0 CORELLA PIRATES (A - 0.3)	
ATHLETICO SMITH	2 : 0 ALTRINCHAM(NL) (A - 2.7)	
WROXHAM(NL)	2 : 0 DARKSIDE ARTS (H - 0.9)	
GALACTIC STARS	0 : 0 DROYLSDEN(NL) (A - 1.3)	
OXFORD CITY(NL)	8 : 0 DYSTOPIA IV (H - 5.3)	
DYNAMO KASHYYYK	0 : 0 STAFFORD(NL) (A - 3.5)	
LEATHERHEAD(NL)	5 : 0 BRUTUS AWAKENS (H - 3.9)	
LEEK TOWN(NL)	0 : 0 ANDRASSY AVENUE (H - 1.1)	
HERNE BAY(NL)	5 : 0 HENLEY ROVERS (H - 3.1)	
HAN SHOT FIRST	1 : 0 ILFORD(NL) (A - 1.7)	
TRURO CITY(NL)	2 : 0 KA ROYALTY (H - 3.1)	
JLR COMMANDOS	0 : 1 TAMWORTH(NL) (A - 3.5)	
WHITBY TOWN(NL)	2 : 0 HILL VALLEY (H - 2.3)	
MANDALORE	0 : 0 ROMULUS(NL) (A - 2.3)	
MET POLICE(NL)	0 : 0 MEMORIAL PARK (H - 0.5)	
MARSHFIELD ROV	0 : 0 UXBRIDGE(NL) (A - 1.1)	
TELFORD UTD(NL) bkd - Harton (59)	2 : 0 LEAMINGTON SPA (H - 7.1)	
MOSEISLEY JAWAS	1 : 1 ENFIELD(NL) (A - 3.7)	
WOKING(NL)	5 : 0 KESSEL RUNNERS (H - 2.9)	
PFC LUBOCRANETS	1 : 0 CARSHALTON(NL) (A - 2.7)	
SOUTHPORT(NL)	5 : 0 TUSKEN RAIDERS (H - 2.3)	
ALFRETON TOWN(NL)	1 : 0 STAR COMMAND (H - 0.3)	
HEDNESFORD (NL)	2 : 0 PARK STREET (H - 1.7)	
SUTTON UTD(NL)	3 : 0 SEASIDE FC (H - 6.1)	
R.Y.L WOOLWICH	0 : 0 WEYMOUTH(NL) (A - 4.7)	
MARGATE(NL)	1 : 0 STILE COMMON (H - 1.9)	
STEVENAGE(NL)	4 : 0 THE FORCE (H - 3.1)	
SITH HAPPENS FC	1 : 2 RUNCORN(NL) (A - 2.5)	
HASTINGS UTD(NL)	3 : 0 TON-EIGHTY FC (H - 4.3)	
NORTHWICH(NL)	2 : 0 RPG ROVERS (H - 2.1)	
BEVERAGE UTD	0 : 0 WELLING(NL) (A - 2.9)	
CHERNOBYL	0 : 0 KETTERING(NL) (A - 1.7)	
STAFFORD(NL)	2 : 0 THE MIGS (H - 3.1)	
GOBAITH FC	0 : 1 SLOUGH(NL) (A - 5.3)	

WEATHER FORECAST

Temperature next session: Cool
Predicted wind speed next session: Brisk

THE HOPE CUP

2nd round draw

Memeorial Park v Hill Valley or Sith Happens

Star Command v Ton-eighty FC

Leamington Spa v Marshfiedl Rov or Mandalore

Galerie Blue FC v Henley Rovers

R.Y.L.Woolwich orKA Royalty v JLR
Commandos

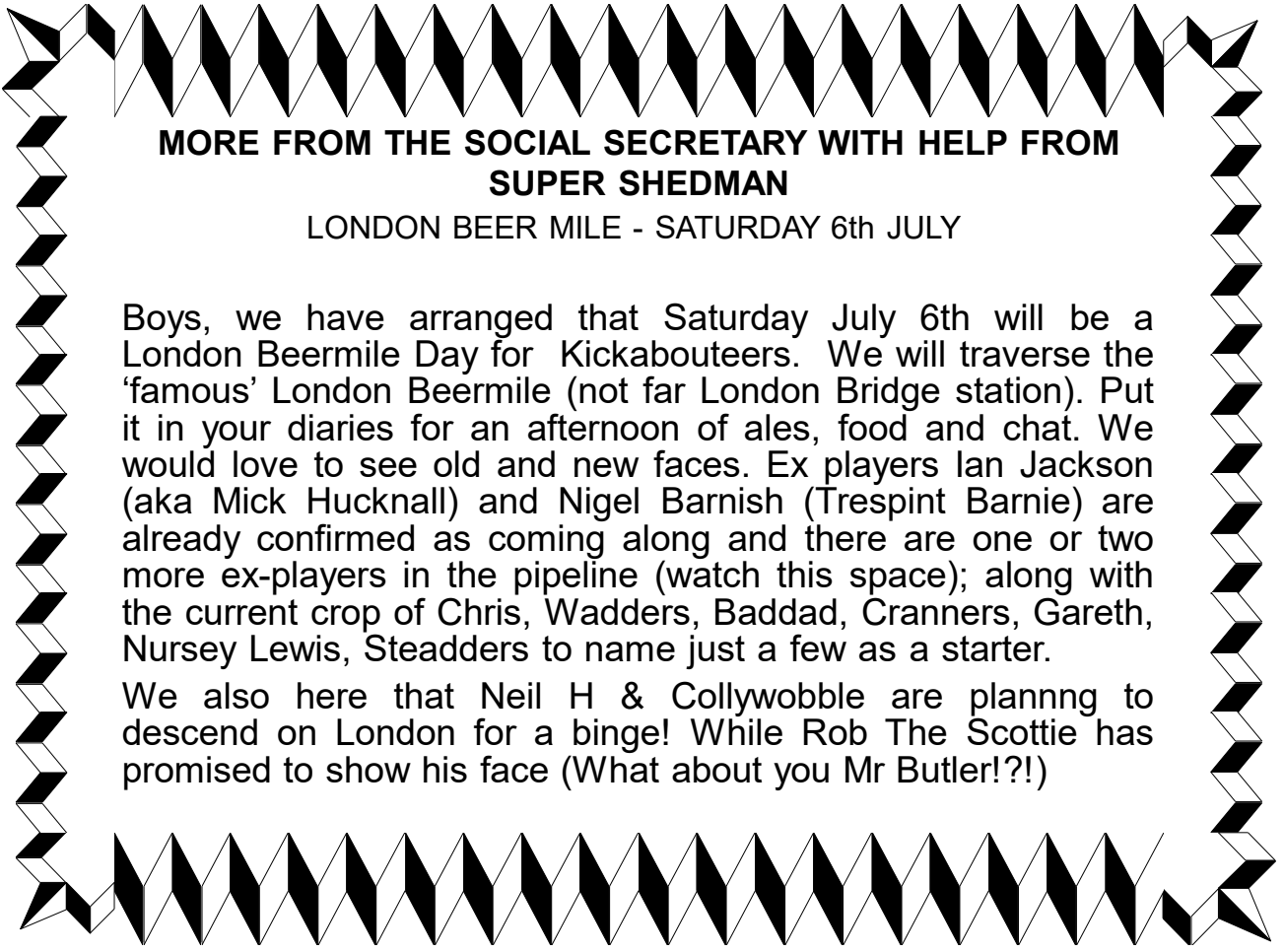
Darkside Arts v The Migs

Brutus Awakens v Full Throttle or Chernobyl

Beverage Utd or Galactic Starsv Dynamo
Kashyyk

(to be played on Session Seven with replays)

KICKABOUT SOCIAL PAGE



MORE FROM THE SOCIAL SECRETARY WITH HELP FROM SUPER SHEDMAN

LONDON BEER MILE - SATURDAY 6th JULY

Boys, we have arranged that Saturday July 6th will be a London Beermile Day for Kickabouters. We will traverse the 'famous' London Beermile (not far London Bridge station). Put it in your diaries for an afternoon of ales, food and chat. We would love to see old and new faces. Ex players Ian Jackson (aka Mick Hucknall) and Nigel Barnish (Trespint Bernie) are already confirmed as coming along and there are one or two more ex-players in the pipeline (watch this space); along with the current crop of Chris, Wadders, Baddad, Cranners, Gareth, Nursey Lewis, Steadders to name just a few as a starter.

We also here that Neil H & Collywobble are planng to descend on London for a binge! While Rob The Scottie has promised to show his face (What about you Mr Butler!?!)

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	BRABHAM	JLR COMMANDOS	7
2	WINGOV	KA ROYALTY	5
3	WOOKIE PICKUP	BRUTUS AWAKENS	5
4	ISTANBUL	HILL VALLEY	4
5	THUAN	JLR COMMANDOS	4
6	EWOK ASH	BRUTUS AWAKENS	4
7	BOSTON	KA ROYALTY	3
8	CHIEF ROB	KA ROYALTY	3

DIVISION 2

1	PRINCESS BRILLO	STAR COMMAND	7
2	LOTTI	TON-EIGHTY FC	5
3	EWOK STEADMAN	STAR COMMAND	4
4	CUSHING	STAR COMMAND	4
5	PORTHCAWL	DYSTOPIA IV	4
6	PADDY SMITH	ATHLETICO SMITH	4
7	VAN BLASTEN	GALERIE BLEU FC	4
8	PUTINO	GALERIE BLEU FC	4

DIVISION 3

1	JAWA	MANDALORE	6
2	MC ASHFORDSKI	GOBAITH FC	6
3	PAT CASH	GOBAITH FC	5
4	CARIAD	GOBAITH FC	5
5	ZARANKIEWICZ	TUSKEN RAIDERS	4
6	STAERK	TUSKEN RAIDERS	4
7	TATOOINE	DARKSIDE ARTS	4
8	COROEBUS	ANDRASSY AVENUE	4

MANAGERIAL RATINGS - ATTENDANCE

TOP

BRUTUS AWAKENS - 0

HILL VALLEY - 2

JLR COMMANDOS - 4

BOTTOM

RPG ROVERS - 66

TUSKEN RAIDERS - 68

STILE COMMON - 70

MANAGERIAL RATINGS - MPS

TOP

LEAMINGTON SPA - 0

KESSEL RUNNERS - 0

GALACTIC STARS - 0

BOTTOM

BRUTUS AWAKENS - 58

GALERIE BLEU FC - 68

MOSEISLEY JAWAS - 68

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- KANO [1] (SITH HAPPENS FC) /

PRIVATE DEALS

FULL THROTTLE FC sold ERIK LUNDGREN (20-9 FW) {P/S} to THE FORCE for 360K

FULL THROTTLE FC sold AIN-DIAB (18-2 DF) {APP} to GOBAITH FC for 200K

SITH HAPPENS FC sold PRISM (18-2 DF) {SBY} to HENLEY ROVERS for 700K

STILE COMMON sold MANN (18-4 MF) {P/S} {APP} to R.Y.L WOOLWICH for 500K

TON-EIGHTY FC sold DAMON HEAT HETA (18-2 MF) {APP} to SEASIDE FC for 130K

TUSKEN RAIDERS sold WEDGE (18-2 SW) {SBY} to BRUTUS AWAKENS for 600K

All deals completed successfully!

Consec. Away Wins

Memorial Park	3 games
Mandalore	3 games
Brutus Awakens	2 games

Since An Away Win

Pfc Lubocranets	27 games
Stile Common	16 games
Seaside Fc	14 games
The Migs	6 games
Full Throttle Fc	5 games
Ka Royalty	5 games
Chernobyl	4 games

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1)	WG99-99	REVERSE TRAININ	(LEAMINGTON SPA)	145K	4	144K
3)	MF19-11	ATRIS	(RPG ROVERS)	751K	3	567K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION FOUR

- 1) SPECIAL ITEM TURN ANY LEVEL 12 DF into a Lev 12 DF?A
- 2) SPECIAL ITEM TURN ANY MF UNDER LEVEL 10 INTO a MF/A (INJ 8)
- 3) SPEICAL ITEM TURN ANY LEVEL 12 FW into Lev 12 FWT
- 4) SPECIAL ITEM TURN ANY LEVEL 12 UT into Lev 12 FWS
- 5) SPECIAL ITEM TURN ANY TWO APPS INTO FUT STARS
- 6) SPECIAL ITEM TURN ANY TWO PLAYERS TO PS
- 7) CHARISMATIC CHAIRMAN add 2500 following (div 1 / 2) - 5000 FOLLOWIND (div 3/

*wages will be trebled

(All items must be nomiated on bidding or will be lost)

- 8) MF/A 23-5 P -Yule Catto of Sith Happens Fc
{RES 800k - 31% BW/ 23% CR}
- 9) DF 18-2 P APP Keownadams of R.Y.L Woolwich
{RES 120k - 90% BW/ 16% CR}

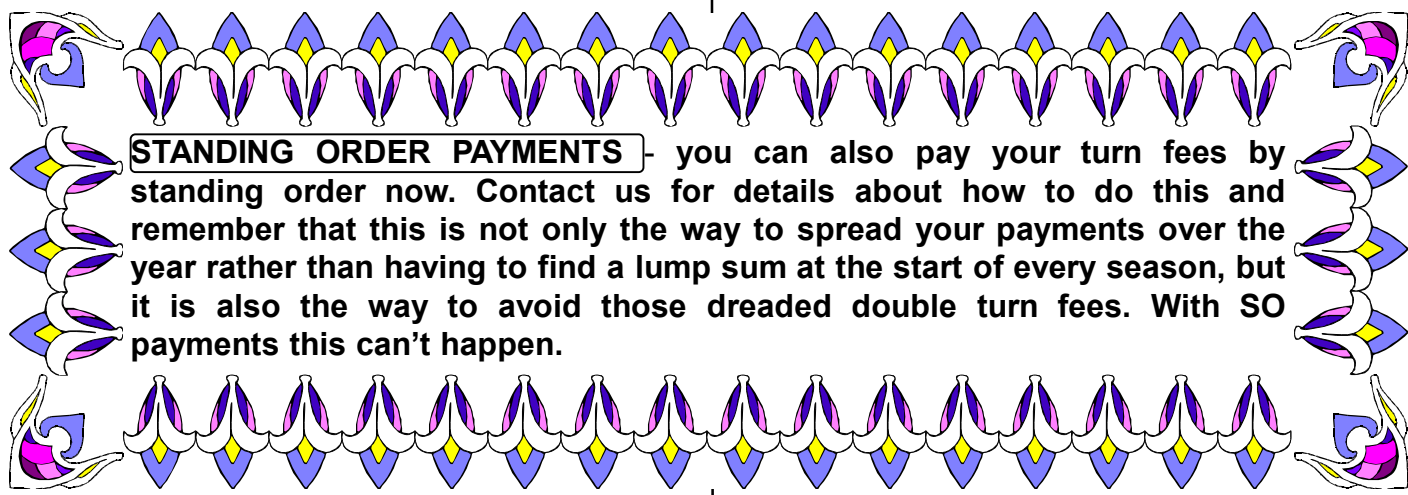
ROLLING AUCTION LEVELS

The following are the minimum levels relating to each session for entering players into the rolling auction:-

SESSIONS	MIN LEVEL
1 to 3	5
4 to 5	6
6 to 8	7
9 to 10	8
11+	9

These are also the same levels which decide whether a player will go straight to N/L when out of contract rather than being put into the auction

Please note that from now onwards it is illegal to sell any player and then buy him back in the next three session FOR ANY REASON WHATSOEVER. If you do that playing will be banned for life and you will lose him



STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid those dreaded double turn fees. With SO payments this can't happen.

MUTTERINGS AND MEANDERINGS OF THE KA MIND

Just something to remember this time. Which is oft times not realised by managers. If you set a DF/A to mark a WG then he will follow him all over the pitch whether he plays in MF or FW line and mark him. WG cannot hide from a DF/A marking him

THE KICKABOUT COMMUNITY

EMAIL CHAT LIST - yes, you can subscribe to our email discussion group. There is a list for general Kickabout topics, a list for each individual league, one for the vulcano, one for teampick subscribers, even one for the weekend players. Learn more about the game, talk to other players and the Gm. To subscribe to the main list send a blank email to KA-kickabout+subscribe@groups.io. For others you do the same except put the league, name with Ka- in front of subscribe. However, some league lists have an ending in .co.uk instead of .com, so if one doesn't work then please try eeh other!!

One thing to note about subscribing to the list, we post a regular schedule of where every league is in the processing schedule, when it is sent out, when the latest return-by-date is. This is of great help and if you have email you should really be receiving this.

CREDIT CARD PAYMENTS

Can be made to us using the **PAYPAL** service. So if you want to pay anything by credit card then you could register with them and give it a try. Also note that if you send your payments as a gift ALL of the cash reaches us without any paypal fees being charged at our end and all is credited to your account.

You can pay by card/paypal through our new web-site

kickaboutonline.co.uk

Payments can now be made via paypal on either email address .

MARKING UPDATE

We have worked out a system to check on anybody who is using last season's marking numbers for the current season. Basically the program will save a list of all valid marking successes each session and if somebody cries foul, that he has been marked by somebody who hasn't scouted him, we can check and say yea or nay.



So from now onwards if you use last season's numbers then you will be found out AND if guilty the result of the game will either be reversed or decided against you.

MARKING INFO - Tim Dodge has put together a clever little program that allows s shomatch subscribers to gather all the international squads together each session so that you can use that info to get marking info.

New 2014 version now available at
<http://dodge.me.uk/markinfo.exe>

Shomatch/ teampick subscribers get a file sent out a file with all the int squads listed and this program pulls them all together. Makes it easier than ploughing through back newsletters, etc.

HOPE SEASON DETAILS

This season we will be using the normal snail-mail league schedule, thus there is a league game every session except for S1, 6,9,11,12 & 15 when there will be two league games.

The Cup

- S2** 1st round (bottom eight teams from last season)
- S4** 2nd round (4 winners plus thirty-two byes from 1st round)
- S7** 3rd round
- S10** Quarter-finals
- S14** SF
- S16** final

Replays are always in the following session extra time and penalties to decide.

The League Cup

See start up newsletter for fixture schedule

The two group winners with the lowest points total will play off on session six

- S8** Quarter-finals
- S12** Semi-finals
- S14** Final

One game. If drawn there will be replays on the following sessions (inc the final)

THE TROPHY

This will consist of twenty teams. All the third division along with the bottom eight of the second division as at the end of S10

- 1st** round is on S11 - bottom eight in division three play off (no replays)
- 2nd** round is on S12 - sixteen teams (no replays)
- 3rd** round is on S13 - eight teams (no replays)
- Semi-finals are on S14 - (no replays)
- and so Final is on S15 with no replay

SOMETHING FOR EVERYBODY TO REMEMBER

It seems that even old stagers of the game still can't work out what order games are to be played in. SO emblazon the following on your minds please

ORDER OF MATCHES IS

LEAGUE GAME ONE

LEAGUE GAME TWO (which is where any re-arranged league matches should go)

ALL CUP GAMES (including Cup/Bowl/ Trophy where the latter is always last if you have a Bowl or cup game as well)

LEAGUE CUP GAMES

EURO GAMES

FRIENDLIES

(If you look at teampick you will see that you CAN edit your fixtures as well to tell the program what games you are playing this session and it will put them in the correct order, OK)

NB In teampick trophy games come after League Cup it appears. Please realise that they don't. In the fullness of time the teampick maestro will change this

FORTHCOMING KA WEEKENDS

Galway 2024

This one will take place Oct 10-13th. Again this is held in Seamus's fantastic Seafront Seafood Bar & Restaurant with Bed and Breakfast for those that stay and local hotels nearby for others. Grab as much sightseeing as you can (Galway is not far), however the food here is superb (and the staff are the staff and you really don't need to leave if you want to. Despite it being a year away, we've ne

**CURRENTLY
ON
HOLD**

Geraldo, Jens, Morten, Steadders, Danny B, Baddad, & Fingers say they are coming

Gareth, Rob Lewis,

First men in are Seamus & Dennis

Spring 2025 Back To Norwich

dates 9th-11th of May

Autofill has inked in Seamus, Gerard & Jens already for this extravaganza

Autumn 2025 perhaps a London one could be arranged

Those playing Kickabout now have done so for a long time, so it would be really nice to see new faces coming along

2026 who knows, **ANY OFFERS?**

CHAMPIONS TROPHY

It was suggested by Mr Sicknote himself when he wrote the season start up predictions that it was about time the long-trailed Euro fixtures should be instigated. Well that is what will happen next season. Not decided how to organise it but watch this space for further details

SUGGESTION

Top two from each league plus cup and league cup winners

MANAGER'S NEEDED

WHAT AN OFFER

Over the next three months we will be offering some unmanaged teams for you to take over and run. We expect you to keep running them at least until the end of the season and to pay for them, but here's the honeypot to make it tasty. When you take over a team you will get a ticket in a draw for a lifetime membership for one of your teams (your choice) if you are the lucky winner.

Draw will be made at the beginning of July

So time to get in there and takeover a new team

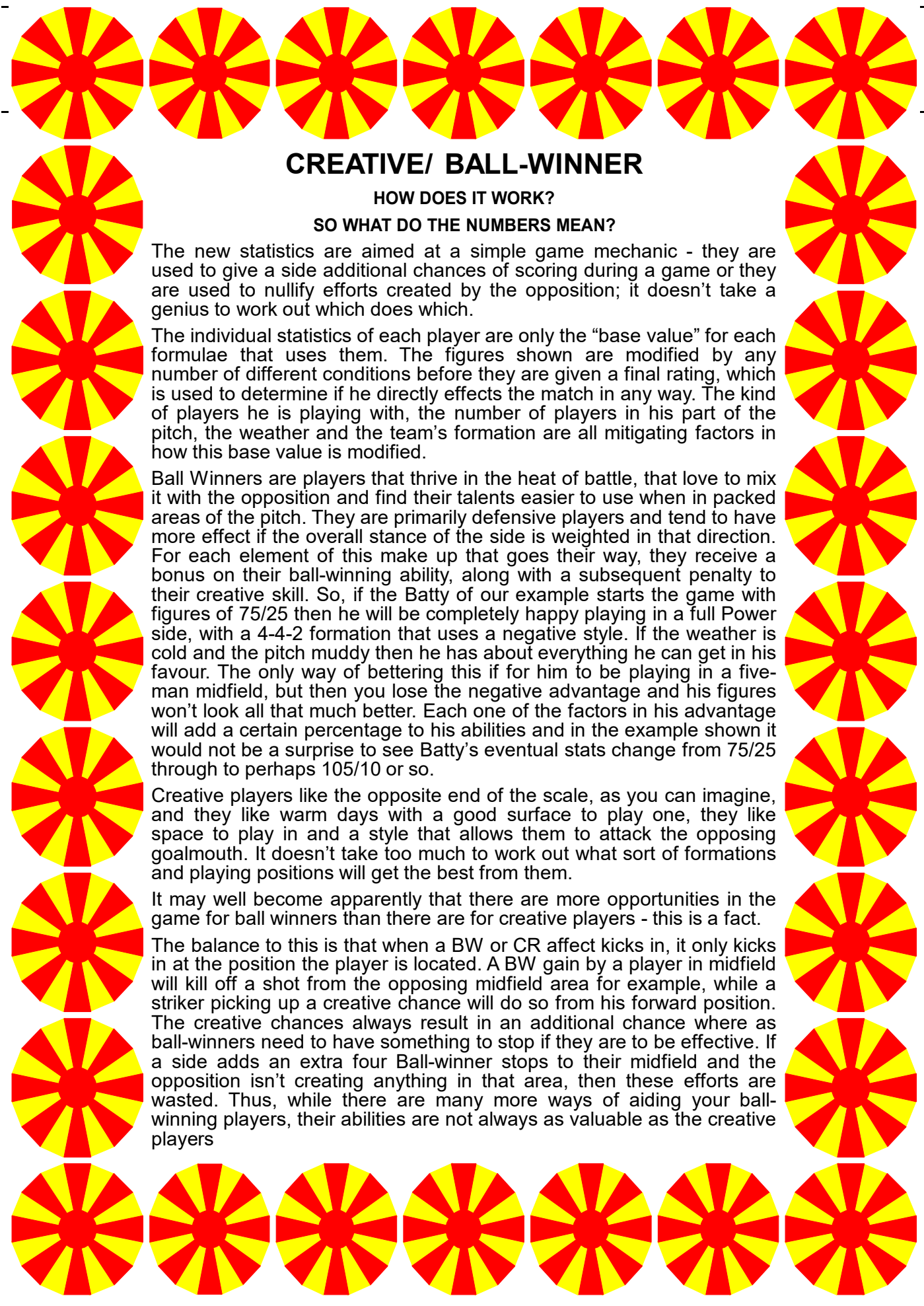
FIRST TEAMS UP FOR GRABS

QUICK LEAGUE

You could plump for Lady Park in the Messi fast turnaround league. Mid-table third division.

TOUGH LEAGUE

Or get a big kiss from John by taking on rock bottom **Desert Isle Utd** in the Veterans, just started a new season here. A real big challenge



CREATIVE/ BALL-WINNER

HOW DOES IT WORK?

SO WHAT DO THE NUMBERS MEAN?

The new statistics are aimed at a simple game mechanic - they are used to give a side additional chances of scoring during a game or they are used to nullify efforts created by the opposition; it doesn't take a genius to work out which does which.

The individual statistics of each player are only the "base value" for each formulae that uses them. The figures shown are modified by any number of different conditions before they are given a final rating, which is used to determine if he directly effects the match in any way. The kind of players he is playing with, the number of players in his part of the pitch, the weather and the team's formation are all mitigating factors in how this base value is modified.

Ball Winners are players that thrive in the heat of battle, that love to mix it with the opposition and find their talents easier to use when in packed areas of the pitch. They are primarily defensive players and tend to have more effect if the overall stance of the side is weighted in that direction. For each element of this make up that goes their way, they receive a bonus on their ball-winning ability, along with a subsequent penalty to their creative skill. So, if the Batty of our example starts the game with figures of 75/25 then he will be completely happy playing in a full Power side, with a 4-4-2 formation that uses a negative style. If the weather is cold and the pitch muddy then he has about everything he can get in his favour. The only way of bettering this if for him to be playing in a five-man midfield, but then you lose the negative advantage and his figures won't look all that much better. Each one of the factors in his advantage will add a certain percentage to his abilities and in the example shown it would not be a surprise to see Batty's eventual stats change from 75/25 through to perhaps 105/10 or so.

Creative players like the opposite end of the scale, as you can imagine, and they like warm days with a good surface to play one, they like space to play in and a style that allows them to attack the opposing goalmouth. It doesn't take too much to work out what sort of formations and playing positions will get the best from them.

It may well become apparently that there are more opportunities in the game for ball winners than there are for creative players - this is a fact.

The balance to this is that when a BW or CR affect kicks in, it only kicks in at the position the player is located. A BW gain by a player in midfield will kill off a shot from the opposing midfield area for example, while a striker picking up a creative chance will do so from his forward position. The creative chances always result in an additional chance where as ball-winners need to have something to stop if they are to be effective. If a side adds an extra four Ball-winner stops to their midfield and the opposition isn't creating anything in that area, then these efforts are wasted. Thus, while there are many more ways of aiding your ball-winning players, their abilities are not always as valuable as the creative players

CONTRACTS UPDATE

We have listened to the moaners who in contract negotiations have lost very good players cos they cannot get them to agree to a new contract. Galling to see their prized possession in the expired section of the autumn. Ok you will no doubt get some recompense for him, but the reserve bid is always painfully low and you never never know who might snaffle his arse with a cheeky bid do you.

So from now onwards if your prized player is on the last week of his contract

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

Then there is a wage that if offered he will ALWAYS accept.

This has to be calculated by you (Oh shite!!)

The formula is as follows :

3 X basic wage where the basic wage = player level X PS Bonus X Div Bonus X POS Bonus X Type bonus

player level is obvious

P/S bonus increase the basic wage by 20%

Div Bonus - 125% for div 1/ 110% for div2 / 100% for divs 3/ 75% for div 4

Pos bonus refers to STARS/FUT/SBY which require 50% uplift

Type bonus is equal to the players expected wage rates , ie MF/A/D x3 - **Df/A X 2 / UT/WG/FWS x1.5** / GK SW X 2/ FW/MF/DF X 1

We suggest that you always add 1K to your bids

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

as an example a DIV ONE 20/12 PS MF/A/D STAR would require a wage offer of basic wage (81K) X 3 to accept unconditionally , i.e. 243K per week

or a 20-10 DIV THREE S DF/A would require a wage offer of basic wage(20K) X 3, i.e. 60K

On the last week of the contract there is no optimum length of contract though we suggest you opt for four weeks so you have time to bid again

I REPEAT - AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

One last change to note as well. In future at whatever stage of the contract negotiation you are at with a player, the min he will now accept is one third of his basic wage

so in the MF/A/D example a bid under 27K will be rejected, the DF/A minimum is 6.66K
